

Evil Genius Prime's (Wes Brown) Earthdawn Third Edition GM Screen V.2.0 (Final Version)

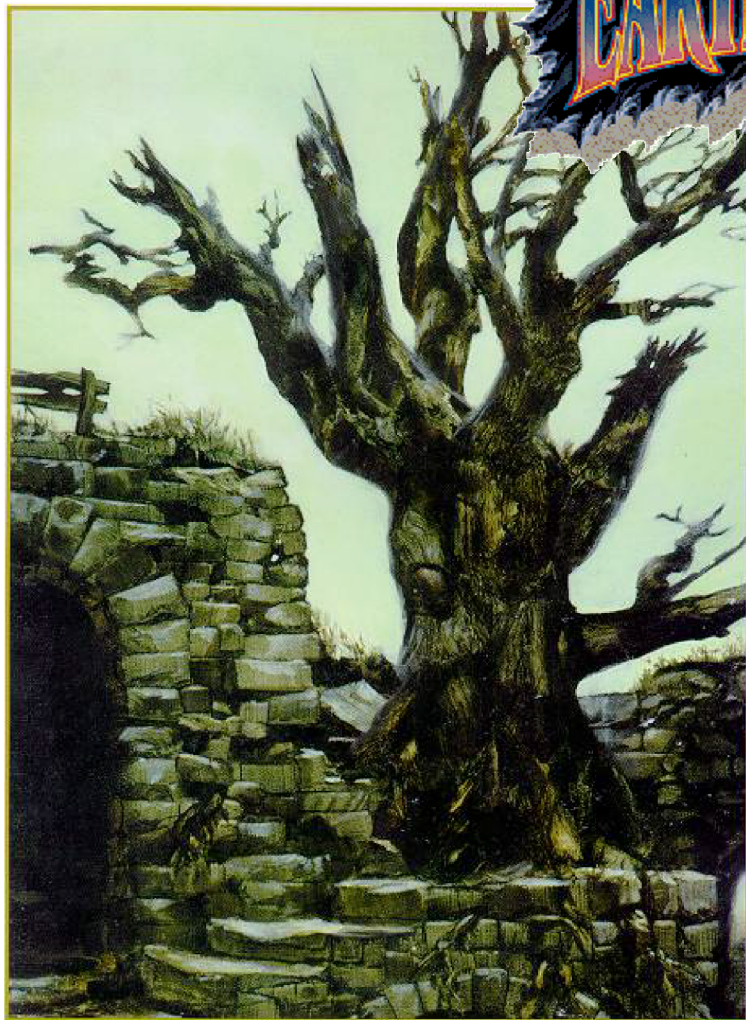
Adapted from a screen by Marcin “sirserafin” Pindych, that was based on Evil Genius Prime's (Wes Brown) Earthdawn Third Edition GM Screen V.1.0

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This GM Screen was created for a Three-Panel, Landscape Format, Customizable GM Screen.

Pages 1-3 are intended to be on the outside (player's side) of the screen. Pages 4-6 are intended to be on the inside (GM's side) of the screen. These are only suggestions however. Feel free to place the pages where you wish.



The remains of Kaer Gardett



Death's Sea

TALENT RANK COST TABLE				
Talent Rank	Initiate/Novice Circle 1-4	Journeyman Circle 5-8	Warden Circle 9-12	Master Circle 13-15
1	100	200	300	500
2	200	300	500	800
3	300	500	800	1,300
4	500	800	1,300	2,100
5	800	1,300	2,100	3,400
6	1,300	2,100	3,400	5,500
7	2,100	3,400	5,500	8,900
8	3,400	5,500	8,900	14,400
9	5,500	8,900	14,400	23,300
10	8,900	14,400	23,300	37,700
11	14,400	23,300	37,700	61,000
12	23,300	37,700	61,000	98,700
13	37,700	61,000	98,700	159,700
14	61,000	98,700	159,700	258,400
15	98,700	159,700	258,400	418,100

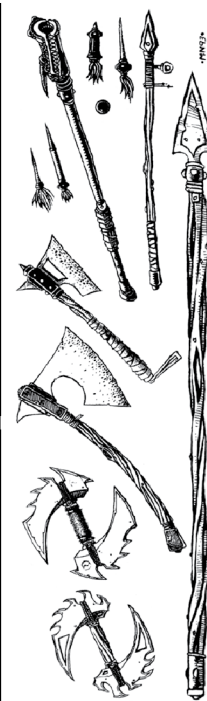
EQUIVALENT TALENT CIRCLE TABLE			
Equivalent Circle Range	—Discipline Circle Range—		
	Second Discipline	Third Discipline	Fourth+ Disciplines
1-4	—	—	—
5-8	1-4	—	—
9-12	5-8	1-4	—
13-15	9-15	5-15	1-15

NEW DISCIPLINE TALENT COST TABLE			
Lowest Circle Attained	—Rank 1 Talent Legend Point Cost—		
	Second Discipline	Third Discipline	Fourth+ Disciplines
1	1,300	2,100	3,400
2	800	1,300	2,100
3	500	800	1,300
4	300	500	800
5+	200	300	500

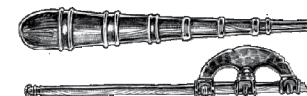
SKILL TRAINING TABLE			
Skill Rank	Weeks of Training	Weeks of Practice	Legend Point Cost
1	1	2	200
2	2	3	300
3	3	5	500
4	4	8	800
5	5	13	1,300
6	6	21	2,100
7	7	34	3,400
8	8	55	5,500
9	9	89	8,900
10	10	—	14,400

ATTRIBUTE INCREASE TABLE	
Attribute Increase	Legend Point Cost
+1	800
+2	1,300
+3	2,100

GROUP TRUE PATTERN LEGEND POINT COST TABLE	
Thread Rank	Legend Point Cost
1	300
2	500
3	800
4	1,300
5	2,100

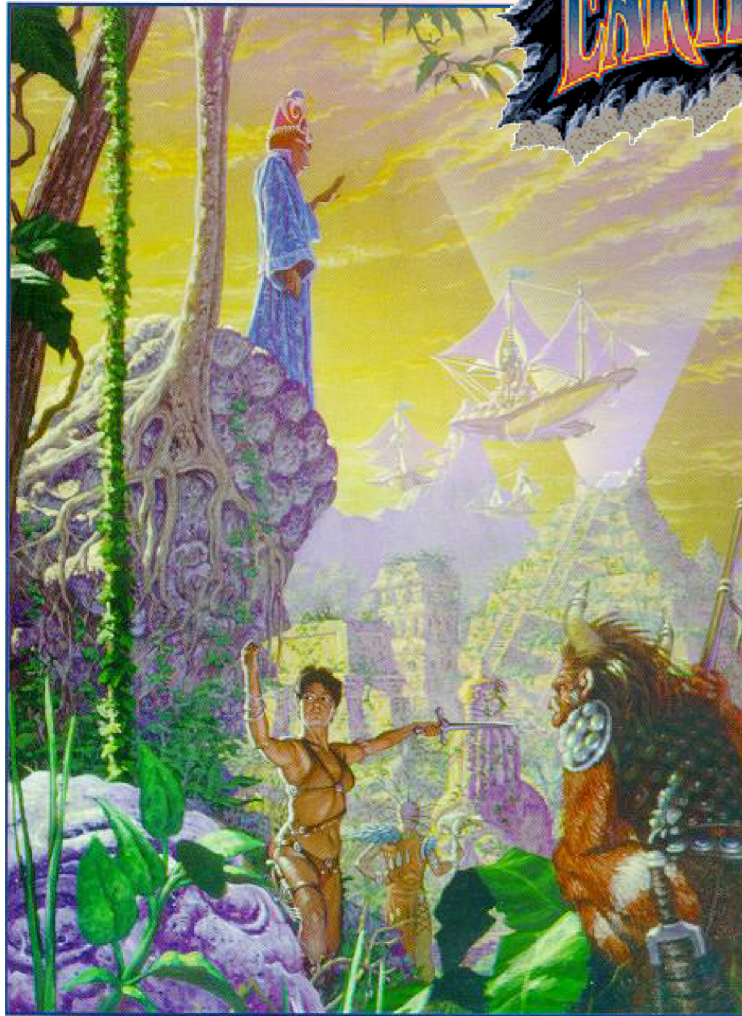


CIRCLE TRAINING COST TABLE	
Instructor Circle	Average Cost (silver pieces)
2	200
3	300
4	500
5	800
6	1,000
7	1,500
8	2,000
9	2,500
10	3,500
11	5,000
12	7,500
13	10,000
14	15,000
15	20,000



EQUIVALENT SKILL RANK TABLE				
Skill Rank	—New Talent Rank—			
	Circle 1-4	Circle 5-8	Circle 9-12	Circle 13-15
1	2	1	1	1
2	3	2	1	1
3	4	3	1	1
4	5	4	2	1
5	6	5	3	2
6	7	6	4	3
7	8	7	5	4
8	9	8	6	5
9	10	9	7	6
10	11	10	8	7

EARTH DAWN



Parlainth, the Forgotten City



A ruined citadel in the Delaris Mountains

RESULT LEVEL TABLE						
Difficulty Number	Pathetic	Poor	Average	Good	Excellent	Extraordinary
2	*	1	2-4	5-6	7-8	9+
3	*	1-2	3-5	6-7	8-9	10+
4	*	1-3	4-6	7-9	10-11	12+
5	1	2-4	5-7	8-10	11-13	14+
6	1	2-5	6-8	9-12	13-16	17+
7	1-2	3-6	7-10	11-14	15-18	19+
8	1-3	4-7	8-12	13-15	16-19	20+
9	1-4	5-8	9-14	15-17	18-21	22+
10	1-5	6-9	10-15	16-19	20-22	24+
11	1-5	6-10	11-16	17-20	21-24	25+
12	1-6	7-11	12-17	18-22	23-26	27+
13	1-6	7-12	13-19	20-24	25-28	29+
14	1-7	8-13	14-20	21-25	26-30	31+
15	1-8	9-14	15-22	23-26	27-30	31+
16	1-9	10-15	16-23	24-27	28-32	33+
17	1-10	11-16	17-24	25-29	30-33	34+
18	1-11	12-17	18-25	26-30	31-35	36+
19	1-11	12-18	19-27	28-32	33-36	37+
20	1-12	13-19	20-28	29-33	34-38	39+
21	1-13	14-20	21-29	30-35	36-40	41+
22	1-14	15-21	22-30	31-36	37-41	42+
23	1-15	16-22	23-32	33-37	38-42	43+
24	1-15	16-23	24-33	34-38	39-43	44+
25	1-16	17-24	25-34	35-40	41-45	46+
26	1-17	18-25	26-35	36-41	42-46	47+
27	1-18	19-26	27-36	37-42	43-48	49+
28	1-18	19-27	28-38	39-44	45-49	50+
29	1-20	21-28	29-39	40-45	46-50	51+
30	1-20	21-29	30-40	41-46	47-52	53+
31	1-21	22-30	31-41	42-47	48-53	54+
32	1-22	23-31	32-42	43-48	49-54	55+
33	1-23	24-32	33-44	45-50	51-56	57+
34	1-23	24-33	34-45	46-51	52-57	58+
35	1-24	25-34	35-46	47-52	53-59	60+
36	1-25	26-35	36-47	48-53	54-59	60+
37	1-26	27-36	37-48	49-55	56-61	62+
38	1-27	28-37	38-50	51-56	57-62	63+
39	1-28	29-38	39-51	52-57	58-63	64+
40	1-29	30-39	40-52	53-58	59-65	66+

STEP/ACTION DICE TABLE

Step Number

Action Dice

4

D6

5

D8

6

D10

7

D12

8

2D6

9

D8+D6

10

2D8

11

D10+D8

12

2D10

13

D12+D10

14

2D12

15

D12+2D6

16

D12+D8+D6

17

D12+2D8

18

D12+D10+D8

19

D12+2D10

20

2D12+D10

21

3D12

22

2D12+2D6

23

2D12+D8+D6

24

2D12+2D8

25

2D12+D10+D8

26

2D12+2D10

27

3D12+D10

28

4D12

29

3D12+2D6

30

3D12+D8+D6

31

3D12+2D8

32

3D12+D10+D8

33

3D12+2D10

34

4D12+D10

35

5D12

36

4D12+2D6

37

4D12+D8+D6

38

4D12+2D8

39

4D12+D10+D8

40

4D12+2D10

STEPS 1, 2, AND 3

Step Number

Action Dice

1

D6-3

2

D6-2

3

D6-1

PERCEPTION DIFFICULTY TABLE

Situation

Typical Difficulty Number

Hidden target

Target's Dexterity step

Locate trap

Trap Detection Difficulty

Spot secret doors

8+

Notice clues

5+

Notice anything unusual about surroundings

6

PERCEPTION MODIFIERS TABLE

Environmental Condition

Difficulty Modifier

Sight:

Dusk/dawn

+2

Darkness:

Partial

+1

Full

+2

Complete

+3

Light rain/precipitation

+1

Heavy rain/precipitation

+3

Target concealed:

Partial

+2

Full

+4

Complete

+6

Target camouflaged, same color as surroundings

+3

Target color contrasts with surroundings

-3

Target uniquely shaped compared to surroundings

-2

Viewer knows what to look for, i.e., has seen specific object or character before

-2

Sound:

Soft background noise

+1

People talking

+2

Boisterous talk/singing

+3

Loud noises/battle sounds:

10-20 yards away

+1

21-50 yards away

+2

More than 50 yards away

+4

Sound lower in pitch than background noise

+2

Sound higher in pitch than background noise

-2

Sound has steady rhythm that contrasts with background noise

-2

Listener heard sound before and recognizes it

-2

Listener trying to identify the only audible sound

-3

Smell:

Obvious odor

-2

Other odors present

+2

Touch:

Extreme temperature (hot or cold)

-3

Perceiver is wearing gloves

+3

Taste:

Taste is obvious

-3

Perceiver has a cold

+3

Astral Sensing (see the **Workings of Magic** chapter of the *Player's Guide*)

Varies

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COMBAT OPTIONS TABLE	
Combat Option*	Effect/Modifier
Aggressive Attack (1 per attack)	+3 bonus to Attack and Damage Tests; -3 penalty to Physical and Spell Defense
Aiming (1 per round)	+2 (1 round) or +3 (2 rounds) bonus to next ranged Attack Test (see text)
Attacking to Knockdown	Possibly knocks opponent down; inflicts no real damage to opponent
Attacking to Stun	Damage Test inflicts Stun damage; Wounded opponent is also Stunned
Called Shot (1)	-3 penalty to Attack Test; if successful, attack hits designated area
Defensive Stance	+3 to Physical and Spell Defense; -3 penalty to all Action Tests (except Knockdown Tests)
Giving Ground (1)	+1 to Physical Defense per yard given (up to maximum of Melee Weapons or Unarmed Combat Rank); -2 penalty to Attack Tests
Going Inside a Shield	Negates opponent's shield bonuses; -2 penalty to Attack Test
Jumping Up (2)	Allows the character to stand up and perform a Standard action; no other movement allowed
Running (1)	Character doubles his Movement Rate, but is Harried
Setting Against a Charge	Allows the character to unhorse a charging opponent
Shattering a Shield (1)	Breaks opponent's shield
Splitting Movement (1)	Allows a move/action/move combination; character is Harried
Tail Attack [t'skrang only]	Allows an additional Unarmed Combat attack (-2 to all Action Tests)
Tail Parry [t'skrang only]	+1 to Physical Defense per -1 to all Action Tests (max. +3 bonus)

* The number shown in parentheses after the combat option is the Strain cost for using this action.



TRAVEL RATE TABLE	
Method of Travel	Travel Rate
Airship	255 miles (per 16 hour day)
Caravan (foot)	20 miles (per 8 hour day)
Caravan (mounted)	30 miles (per 8 hour day)
Namegiver (foot)	25 miles (per 8 hour day)
Namegiver (mounted)	45 miles (per 8 hour day)
Riverboat	160 miles (per 16 hour day)

SITUATION MODIFIERS TABLE		
Situation	Action Test Modifier	Defense Modifier*
Blindsided	-	-2
Cover	-	Partial: +2 Full: +4 Complete: NA
Darkness (Blindness; Dazzled)	Partial: -1 Full: -3 Complete: -5	-
Distance	Short: NA Long: -2	-
Harried	-2	-2
Overwhelmed	-3	-3
Impaired Movement	Light: -2 Medium: -3 Hard: -4	-
Knocked Down	-3	-3
Stunned	Simple actions only; Harried (-2)	-2
Surprised	No Action Tests allowed	-3

* Also applies to Social Defense, at the gamemaster's discretion.

BARRIER RATING TABLE		
Barrier Material	Physical Armor	Death Rating
Blood Ivy	3	15
Cave or Natural Wall	30	150
Wood (up to 2 inches thick)	7	20
Wood (more than 2 inches thick)	9	30
Stone Wall (mortared)	12	45
Stone Block	20	85



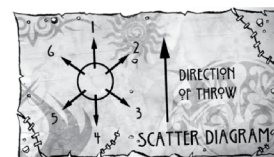
COMBAT ROUNDS

- 1 Declare Actions (p. 214)
- 2 Determine Initiative (p. 214)
- 3 Resolve Actions (p. 215)
- 4 Begin a New Round (p. 215)



RESOLVING ATTACKS

- 1 Make an Attack Test (p. 218)
- 2 Determine Success (p. 218)
- 3 Make a Damage Test (p. 218)
- 4 Adjust Damage for Armor (p. 218)
- 5 Check for Wounds (p. 219)
- 6 Make a Knockdown Test (p. 219)
- 7 Check for Unconsciousness or Death (p. 219)



POISON TABLE			
Poison Type	Spell Defense/ Step Number	Onset Time	Duration
Damage	5-9	Instant/1-2 days	1-6 rounds
Debilitation	5-7	Instant	Effect Test days
Paralysis	5-9	Instant	Effect Test hours
Death	10-13	Instant/1-2 days	Instant

CURSE TABLE		
Curse Type	Step Number*	Effect
Minor	7-8	Reduced steps, minor damage
Major	9-15	Scars, reduced Attribute Values
Horror	Horror's Spellcasting step	Horror-marked items or characters, use of Horror powers through item

* The step number used to determine if a curse affects a character.

FALLING DAMAGE TABLE	
Distance Fallen	Damage Step
2-3 yards	5
4-6 yards	10
7-10 yards	15
11-20 yards	(2) 20
21-30 yards	(2) 25
31-50 yards	(3) 25
51-100 yards	(3) 30
101-150 yards	(4) 30
151-200 yards	(4) 35
201+ yards	(5) 35

FIRE DAMAGE TABLE	
Size of Fire	Damage Step
Campfire (small)	6 (touch)
Campfire (large)	8 (touch)
House Fire	10
Forest Fire	12
Torch	4 (touch)

LIGHT SOURCE VISIBILITY TABLE	
Light Source	Radius
Candle	2 yards
Torch	5 yards
Campfire	10 yards
Lantern	10 yards
Light Quartz	5 yards

DETECTION DIFFICULTY TABLE	
Detection Difficulty	Difficulty Number
Easy	5
Average	9
Hard	15
Very Hard	21
Heroic	25

CLIMBING DIFFICULTY TABLE	
Surface	Difficulty Number
Tree	5
Pole	7
Rocky Cliff	9
Wall	12
Sheer Surface	15

LEGEND AWARD TABLE		
Current Circle	Legend Award*	Total Legend Points Awarded Per Session*
1	25-75 (50)	100-300 (200)
2	100-300 (200)	400-1,200 (800)
3	200-500 (350)	800-2,000 (1,400)
4	250-700 (475)	1,000-2,800 (1,900)
5	500-1,500 (1,000)	2,000-6,000 (4,000)
6	900-2,700 (1,800)	3,600-10,800 (7,200)
7	1,650-4,900 (3,275)	6,600-19,600 (13,100)
8	2,350-7,000 (4,675)	9,400-28,000 (18,700)
9	4,800-14,200 (9,500)	19,200-56,800 (38,000)
10	8,600-25,800 (17,250)	34,400-103,200 (68,800)
11	15,450-46,350 (30,900)	61,800-185,400 (123,600)
12	22,950-68,850 (45,900)	91,800-275,400 (183,600)
13	42,500-127,500 (85,000)	170,000-510,000 (340,000)
14	77,500-232,500 (155,000)	310,000-930,000 (620,000)
15	120,000-360,000 (240,000)	480,000-1,440,000 (960,000)

* The Average Award for each Circle is shown in parentheses.

SPELLCASTING SEQUENCE

- 1 Weave Threads into Spell
- 2 Make Spellcasting Test
- 3 Check Success
- 4 Determine Spell Effect
- 5 Determine Duration



RAW MAGIC TABLE			
Region Type	Warping Step	Damage Step	Horror Mark Step**
Safe	Circle*	Circle + 4	NA
Open	Circle + 5	Circle + 8	Circle + 2
Tainted	Circle + 10	Circle + 12	Circle + 5
Corrupt	Circle + 15	Circle + 16	Circle + 10

* Circle refers to the Circle of the spell being cast.
** The Horror Mark Step cannot exceed the Horror's Spellcasting Step.

GRIMOIRE DAMAGE EFFECTS TABLE	
Result Level	Damage Effect
Average	The spell being cast is destroyed.
Good	One tenth of the spells in the grimoire are destroyed, including the spell being cast.
Excellent	One quarter of the spells in the grimoire are destroyed, including the spell being cast.
Extraordinary	Half the spells in the grimoire are destroyed, including the spell being cast. If the grimoire has been previously damaged it is destroyed, along with any remaining spells.

SPELL MATRIX TABLE			
Matrix Type	Death Rating	Holds Threads?	Maximum Available
Spell	10	No	5
Enhanced	15	Yes	4
Armored	25	Yes	3
Shared	20	No	3

NAMED SPELL KEY KNOWLEDGES TABLE	
Spell Circle	Number of Key Knowledges
1-4	1
5-8	2
9-12	3
13-15	4

ENCHANTING DIFFICULTY MODIFIERS TABLE	
Technique Employed	Difficulty Modifier
Gathering Material	-1
Crafting Base Item	-2
Using Artisan Skills	-1 per Result Level on Artisan Test
Adding Symbolic Elements	-1 (at gamemaster's discretion)
Taking Extra Time	-1 per month

SPELL LEARNING DIFFICULTY TABLE

DISPEL DIFFICULTY TABLE

THREAD WEAVING DIFFICULTY TABLE

Thread Rank	Weaving Difficulty
1	9
2	11
3	13
4	15
5	16
6	17
7	18
8	20
9	21
10	23
11	24
12	25
13	26
14	28
15	29

DISBELIEF DIFFICULTY TABLE

Spell Circle	Disbelief Difficulty	Sensing Difficulty
1	6	13
2	7	15
3	8	16
4	9	18
5	10	20
6	11	21
7	12	23
8	13	25
9	14	26
10	15	27
11	16	28
12	17	30
13	18	31
14	19	33
15	20	34

PATTERN ITEM SPELL DEFENSE TABLE

Pattern Item	Spell Defense Range
Minor	7-12
Major	13-18
Core	19+

STUDY TIME TABLE

Attempt Number	Required Waiting Time
2	1 week
3	2 weeks
4	3 weeks
5	4 weeks
6	5 weeks
7	6 weeks
8	7 weeks
9	8 weeks
10+	3 months



ELEMENT GATHERING DIFFICULTY TABLE	
Element Gathered	Difficulty Number
True Air	10
True Earth	6
True Fire	12
True Water	10
True Wood	8

ELEMENT WEAVING DIFFICULTY TABLE					
Element	Cloth/Leather	Water	Wood	Stone	Metal
True Air	6	8	9	11	13
True Earth	6	NA	8	6	7
True Fire	9	NA	10	13	15
True Water	8	6	9	11	NA
True Wood	6	NA	6	NA	NA

TRUE ELEMENT KERNEL COST TABLE		
True Element	Cost per Kernel	Availability
True Air	50-100	Very Rare
True Earth	5-10	Rare
True Fire	50-100	Very Rare
True Water	5-10	Rare
True Wood	25-50	Very Rare
Orichalcum	500-1,000	Very Rare

